INSTRUCTION MANUAL

BMX XXX™

MATURE
M
CONTENT RATED BY ESRB

AKA™

Acclaim®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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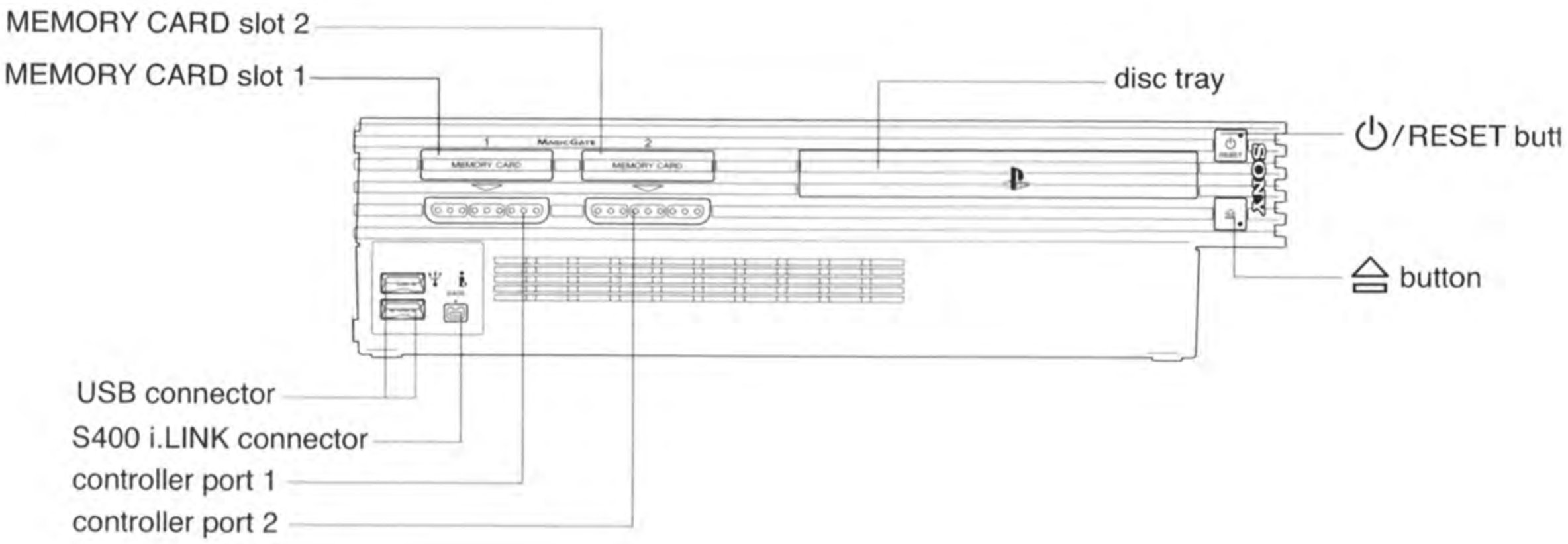
LOADING



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the **MAIN POWER** switch (located in the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **BMX XXX™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. If you wish to save your game, insert a **MEMORY CARD** (8MB)(for PlayStation 2) (sold separately) into **MEMORY CARD** slot 1 or slot 2.

Note: BMX XXX is for one to two players.

MEMORY CARD (8MB) (for PlayStation®2)

BMX XXX™ supports **MEMORY CARD** slot 1 and 2. To save game settings and progression, insert a memory card (8MB)(for PlayStation®2) into **MEMORY CARD** slot 1 or **MEMORY CARD** slot 2.

Insertion or removal of a **MEMORY CARD** (8MB)(for PlayStation®2) after switching the console on may cause data to be overwritten or lost.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

BMX XXX™ is a one to two player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1 or controller port 2 of the PlayStation®2 computer entertainment system.

INTRODUCTION

Welcome to BMX XXX™, the shizznits that puts the sex in XXXtreme action! This ain't your sister's BMX. This is crude and lewd, dude, with more than a little attitude. Get ready to grow. Because you've got your hands on the very best BMX game action ever, mixed with funny-ass, sexy, over-the-top yuks to keep you laughing even as you fall on your face. This is the juiciest joint going.

Take on the corrosive challenges of the Hardcore Tour. If you've got the nuts to rock it, you'll move on until you've mastered the motherlode of moves, with more than 2,000 tricks to bend your brain around.

Of course, there's more to it than tricks. As you'll find when you build your own custom hottie to flash her little skirt over the verts as she grinds and bunnyhops and stalls her thing all over. Drooling over a video game? We won't tell. But why just talk about it? Drop everything else and do it to it!

MAIN MENU

HARDCORE TOUR A single player completes questionable challenges to advance through the various levels.

MULTIPLAYER Get a friend and go head to head.

RIDER EDITOR Make your own custom riders and bring them into any mode.

ACCLAIM EXTRAS View highs scores, movies, cheats and check out previews and special Acclaim Competitive Edge offers.

OPTIONS Set the opulent options to your exacting standards.

OPTIONS

Before you select a game mode, set up your options.

Load & Save

LOAD Access your **MEMORY CARD** (8MB) (for PlayStation®2) to load game data.

SAVE Access your **MEMORY CARD** (8MB) (for PlayStation®2) to save game data to **MEMORY CARD** slot 1 or 2.

Controls

VIBRATION Turn the DUALSHOCK®2 analog controller vibration effect **ON** or **OFF**.

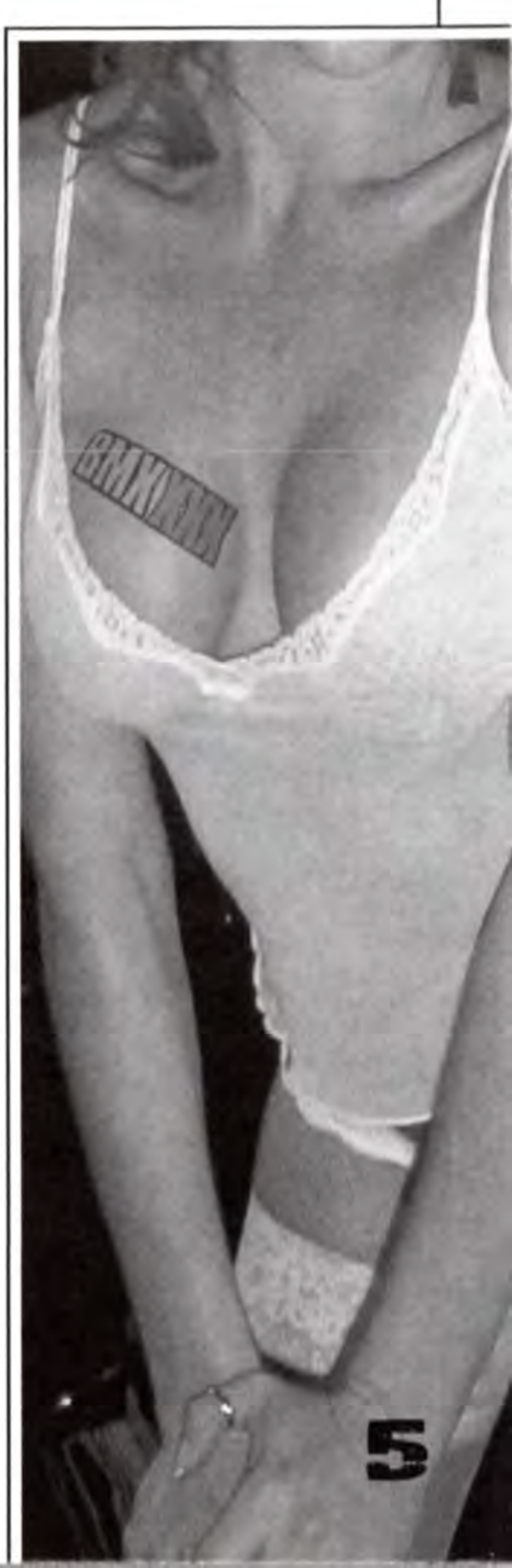
CONTROLLER CONFIGURATION Choose from three pre-set controller configurations.

Audio

SFX VOLUME Adjust the sound effects volume with the slider (left is lower).

MUSIC VOLUME Adjust the music volume with the slider (left is lower).

SPEECH VOLUME Adjust the speech volume with the slider (left is lower).



Play List

Choose which lively melodies will accompany your filthy XXX session.

BMX XXX BASICS
CONTROLS & TRICKS

BUTTON	RIDING	AIR JUMP	GRINDING	STALLING	MANUALING
Left Analog Stick/Direc-tional Buttons	Steer, Pedal & Brake	Pick Trick / Slow Spin Left/Right	Balance	Balance	Pick Modifier/ Steer/ Balance
▣	Flatland	Trick	n/a	n/a	n/a
△	Skitch behind moving vehicle or talk to people	Grind / Stall	n/a	n/a	n/a
○	n/a	Trick Modifier	Trick (grind) Modifier	Trick (stall) Modifier	Trick (manual) Modifier
⊗	Acclelerate & Bunnyhop (when released)	n/a	Bunnyhop (when released)	Bunnyhop (when released)	Bunnyhop (when released)
L1 button	Skid Left	Fast Spin Left (counterclockwise)	n/a	n/a	n/a
R1button	Skid Right	Fast Spin Right (clockwise)	n/a	n/a	n/a
L1 button + **R1**button	Ghost ride	Eject Air State	n/a	n/a	n/a
R2 button	n/a	Panic Bail	n/a	n/a	n/a

Note: Controls given are for the default control configuration (Configuration A). You may select a different control scheme by selecting Control under Options.

TRICKS

toboggan	tabletop	superman
turndown		can can
candy bar	backflip	tailwhip

no direction = n/a

Tricks can be attempted at any time while in the air using the trick button. The trick is determined by the direction(s) input on the **directional button** or **left analog stick** immediately before the trick button is pressed. Tricks begin the moment the ● **button** is hit. Of course, each moment the trick button is held, more points are racked up (collected once the rider lands safely).

Additionally, any trick can be combined with spins, adding a further degree of difficulty, increasing the trick score.

TRICK MODIFIERS

S.I.K. TRICK SYSTEM – The S.I.K. trick system incorporates multiple functions, like allowing a player to modify Air Tricks, Grinds, Stalls, Manuals and Wallrides to create hundreds of new tricks. The trick system incorporates over 2,000 tricks!

rocket air	x-up	seat grab
one footer		one hander
no footer	barspin	no hander

no direction = n/a

Note: modifier controls apply to all your riding maneuvers EXCEPT Flatland. Air tricks, Grinds, Stalls, Manuals and Wallrides can be combined with modifiers.

Trick Modifiers add style, difficulty, and creativity to regular tricks. Before or after a trick has been selected, press the Trick Modifier button plus a direction on the **directional button** or **left analog stick** to perform a specific modifier. This open system lets you try a barspin modifier before the main trick, a no hander during the main trick, and an x-up after the main trick, greatly increasing the trick's degree of difficulty and upping the points awarded after a successful landing.

Trick modifiers can be used by themselves to perform a number of tricks such as a double barspin or a nothing (no hander and no footer) - difficult enough tricks by themselves, let alone to use in addition with another base trick. Using the above control scheme, a double barspin would be simply ⬇ on the **directional button/left analog stick** while holding the ● **button**, while to attempt a nothing you'd press ↙, ↙ on the **directional button** or **left analog stick**, then press the ● **button**.

To perform more difficult tricks, once the trick motion begins, attempt to input a trick modifier - i.e. Superman + Seat Grab = Superman Seat Grab.

GRINDING

lipslide	toothpick	luc-e
smith		feeble
crooked	icepick	sprocket

+ ●

no direction = n/a

Grinds let you land on a rail, ledge or other likely surface, usually with only the metal grind pegs on both sides of each wheel (sometimes you can perform a grind with a combination of a peg and another part of the bike such as a pedal, tire, or sprocket!). Properly riding a grind edge requires the rider to bunnyhop into the air with the right rate of speed and jump height for the bike pegs to come down on the edge in the correct position.

To start a grind, press the grind button at any time when in the air near a grind edge The direction of the **directional button** or **left analog stick** determines the type of grind to perform. Once grinding, you must use the **directional button** or **left analog stick** to keep your balance on the grind edge. If no suitable grind edge is nearby, no grind is performed and the rider lands safely or crashes based on the terrain below.

You can modify your grinds and stalls using the trick modifier button. Modifying grinds and stalls is extremely difficult at first, since you must constantly use the **directional button** or **left analog stick** to maintain your balance. However, as you gain new bikes and attribute levels for your rider, your balance rating really improves and it will be much easier to maintain balance with less use of the directional button, freeing you to combine it with the modifier button. Not all modifiers are possible on all grinds – you can't pull a barspin modifier when you are grinding on your front peg in a toothpick grind.

Remember, you can exit any grind two ways – by jumping into the air or falling out of balance.

STALLING

nosepick	toothpick	nosepick
disaster		disaster
tailtap	icepick	tailtap

+ ●

no direction = double peg

Much like grinds, to stall a rider lands on a rail, ledge, etc., with the grind pegs, a wheel from the bike, some combination of the two, or simply the area between the frame and the cranks (a disaster stall). Executing a stall requires the rider to bunnyhop into the air with an acceptable rate of speed (not too fast) and jump height that allows for the chosen part of the bike to come down on the surface in the correct position. The angle and speed that the selected grind edge is approached from determines if the trick executed is a grind or a stall. Approaching an edge from straight on, at or around a 90°angle to the edge, will result in the trick being a stall and not a grind.

To begin a stall, press the stall/grind button in the air. The last direction pressed on the **directional button** or **left analog stick** before pressing the ● **button** determines the type of stall that will be performed. Once stalling, use the **directional button/left analog stick** to maintain balance. Stalls can happen on almost any surface, but stalls requiring the use of grind pegs can only happen on grind edges.

FASTPLANTS, WALLTAPS, & WALLRIDES

n/a	Wallride (Jump & press Up + X)	n/a
n/a	nose wheelie (UP/DOWN)	n/a
fast plant		wall tap
n/a	manual (DOWN/UP)	n/a

+ ⊗

One of the greatest joys of BMX action is pulling off tricks like the wall ride, fastplant and walltap. If you have the know-how, some impressive stunts (and scores!) can be earned by riding wall surfaces and the like. To execute one of these moves, get some air near an upright surface and press the ⊗ **button** (default) and the proper direction on the **directional button/left analog stick**. Look, I can fly.

MANUAL/NOSE WHEELIE

Pressing ⬆ then ⬇ on the **directional button** or **left analog stick** puts you into a manual. This pops the front wheel off the ground and sends the rider into a coast balanced on the back wheel. Pressing ⬇ then ⬆ on the **directional button** or **left analog stick** results in a nose wheelie, where the rider coasts balanced on the front wheel.

You can easily ride manuals and nose wheelies up or down any slope up to nearly 90º. This means you can land in manuals and nose wheelies and jump out of manuals and nose wheelies, allowing you to string together HUGE combo chains. Forty trick combos and beyond are possible if you have what it takes.

You can steer the bike left and right throughout the execution of a manual or nose manual. Imagine that! Left and right! It is possible to bunnyhop while performing a manual or nose manual, allowing for some insane trick combos entering and exiting manuals. If you ride the only touching tire off an edge, the air state is entered and most tricks will be available to be performed with a higher degree of difficulty for scoring.

FLATLAND

One of the huge new features in **BMX XXX™** is the ability to perform Flatland moves while riding around the environment. You earn points for executing flatland moves from the manual and nose manual state. When you go into a manual then press any direction on the **directional button** or **left analog stick** + the ● **button**, the rider will perform amazing flatland moves. If you continue to hold the ● **button** you'll hold the flatland trick until you either let go of the ● **button** or crash. Once in the flatland motion state, you must balance the rider as if they were in a regular Manual or Nose manual (by pressing up and down on the **directional button** or **left analog stick**). Jump out of the flatland state by pressing and releasing the ✕ **button**. Experiment with multiple directions to find secret moves!

From Manual State (⬆, ⬇ on the **directional button** or **left analog stick**).

			Executed from a Manual
Stick Bitch	Forward Rope	Time Machine	
Junkyard		Dump Truck	+ ●
Mega Spin	Pachyderm	Slider	

no direction = n/a

From the Nose Manual ⬇, ⬆ on the **directional button** or **left analog stick**.

			Executed from a Nose Manual
Steamroller	Pinky Squeeks	Locomotive	
Backpacker		Hitchhiker	+ ▣
Hip Pack	Cliffhanger	Whiplash	

no direction = n/a

Note: Shown are default Flatland moves. Other flatland moves are available with multiple direction presses. Experiment and you will find tons of new tricks.

LANDING

To be awarded points for a trick, you've got to land without crashing. That seems fair, doesn't it? There are no buttons to hit in order to land successfully, but all tricks must be finished and the bike must be oriented correctly. So when you see "awkward landing" on screen, it basically means you suck and cratered.

Orienting the bike for landing means looking at the landing area and adjusting the bike's left and right positioning by pressing the **L1** and **R1 buttons**. The closer to perfection on the landing angle, the more speed is maintained from the jump and quickly transferred into the next trick, particularly helpful in the tight confines of a vert ramp. Some of the biggest tricks can only be performed after a simple jump with a perfect landing which generates the speed needed for the trick. You earn more points for landing a trick perfectly straight. If you land a trick on an angle it is considered a Sketchy trick and is awarded less points for the overall trick.

When landing a trick fakie (backwards), the landing angle is forgiving but the bike slows down much faster than if the bike was landed forwards. You can continue to ride backwards and even jump and pull tricks. If you spin and pull a trick you earn a "cab" trick bonus, further boosting your trick scores. Tapping UP on the directional button orients the rider in the normal straight direction again.

CRASHING/EJECTING

There are many ways to wipe out. The most common is not being properly oriented for a successful landing. Another is crashing into something with a part of the body or bike besides your feet, the wheels or the grind pegs during a trick. If you're riding along out of balance and hit an obstacle too fast or at a harsh angle, you'll wipe out.

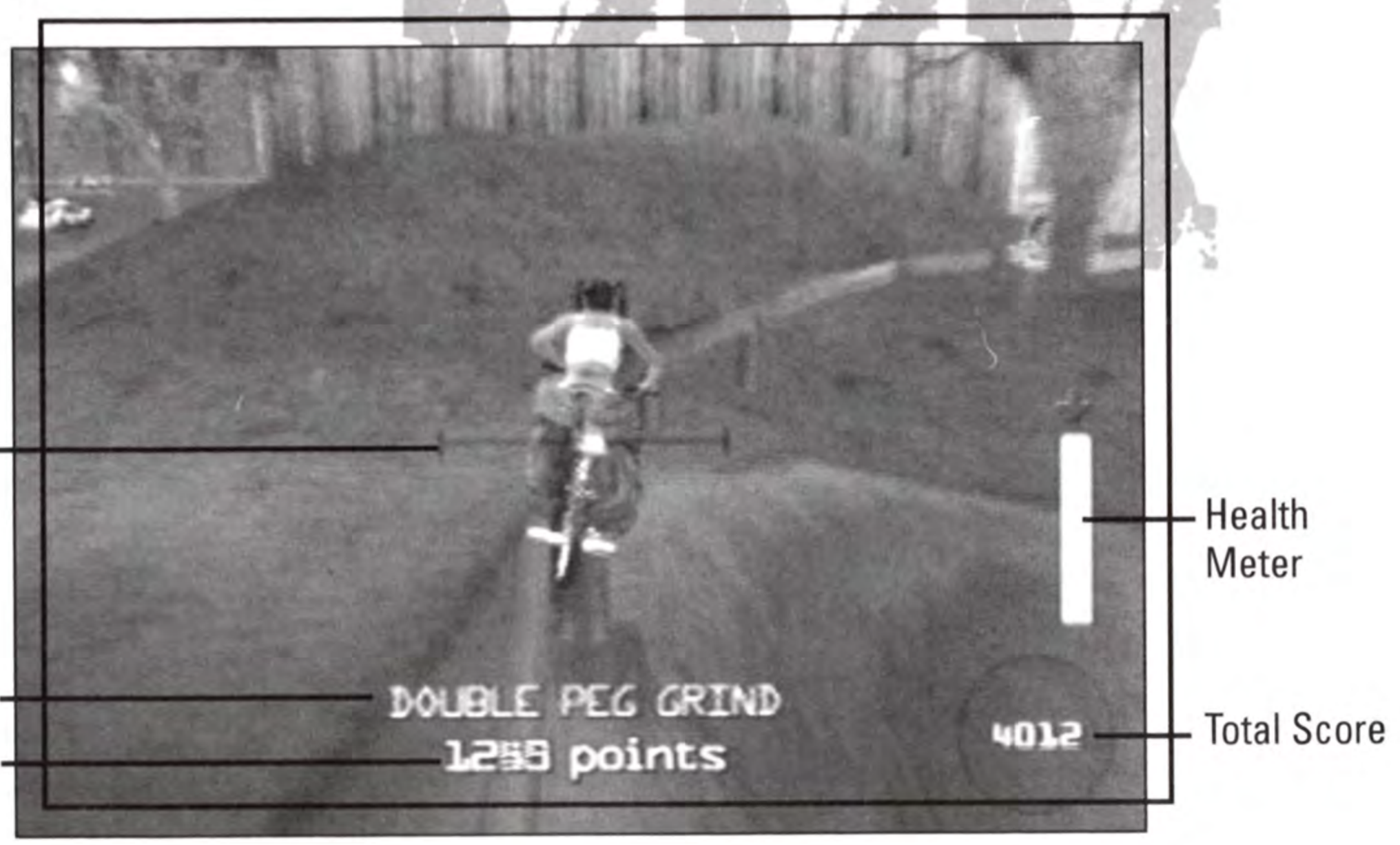
A rider can bail out of tricks off of a quarter pipe or vert ramp. When no longer over a quarter pipe, simply press the Panic Bail control (**R2 button**), which will reorient you to land. If you are too close to the ground you may not have enough time to execute the bail maneuver. To eject in the air, press the **R1 button** + **L1 button**.

CRASHED OUT

After the rider has wiped out, the rider is put back on the bike after a brief amount of time, ready to begin again. You can use the **left analog stick** or **directional button** to rotate your rider and line him up for the next trick.

TURNING SKIDS – I don't mean twirling your stained undies. Pressing the down left or down right **directional button** + **L1** or **R1** button allows you to turn and skid at the same time. This is especially helpful when you want to do a tight turn but don't want to come to a complete stop.

GAME DISPLAY



Pausing the Game

Press **START** during play to view the pause menu.

CONTINUE Resume your ride.

VIEW CHALLENGES Lists the description and status of all current challenges.

VIEW BIKE PARTS View the Bike Parts you've collected.

VIEW RECORDS Take a look at the BMX leaders in more categories than I can count.

OPTIONS Access the game options.

END RUN Quit the current run. You will be asked to confirm your choice.

After a Run

At the end of a run, you will see a sub-menu with these choices:

ANOTHER RUN Try again on the same course with the same settings.

LEVEL SELECT Once a level is open.

SAVE GAME Save your game progress.

VIEW RECORDS See Pausing the Game.

EXIT TO MAIN MENU Quit the current game and go to the main menu.

GAME MODES

HARDCORE TOUR

In Hardcore Tour mode, you take on vert and park levels. There are many tawdry challenges to face. You complete the challenges and get points for all your fancy-dan bike tricks (leave the other tricks to the ten cent floozies—all you'll get otherwise is a nasty rash and no points to show for it).

You'll also attract unsavory characters and earn more and more things that bring BMX glory to your rider.

Choosing a rider

Before you get into the action, the first thing you need to do is pick the petty criminal you will pilot around the BMX world. You can pick from a cast of variously skilled riders, including any custom rider created and saved in Rider Editor mode. Each is rated in these skill areas:

Air
Balance
Landing
Speed
Technique
Wallrides
Spins
Manuals

Press left or right on the directional buttons to toggle through the riders, then press the ⊗ **button** to select.

Earning A Bike

Collect six bike part pick ups to earn a better bike. There are four bike upgrades. Once earned, the bike will be available on your next ride.

Pick ups

There are lots of ways to win. One of them is to collect items that will come in handy later, such as coins that let you view a deluxe presentation at the strip club and bike parts that will enhance your (riding) performance.

BIKE PARTS

UPGRADE YOUR RIDE! GET A BETTER BIKE! Four bike parts are scattered around each challenge level. Find a complete set of six to earn the next bike which boosts your riding attributes. The parts are: HANDLEBARS, TIRES, CRANKS, FORK, SEAT, FRAME.

CHALLENGE PICKUPS

Every level has 45 challenge pickups which vary depending on the level. Collect them all for a cool reward. Actually, kind of hot rewards.

Challenges

BMX XXX™ offers both Challenge and Competition levels. Challenges are level objectives that must be cleared to complete a particular level. Often, you'll get your challenge by confronting some poor soul in a level (press the ● **button** to get the challenge). "Hi, " they'll say, "kill me!" Well, no, they say other things, but still. If you can carry out their request, bingo! you're on the way to the Promised Land. Once you clear the challenges on a particular level, you can then go on to another level and continue until you reach the ass-tonishing finale! Completing 10 challenges will open up a new level, while you have to score 3rd place or better in competition levels to move on to the next level.

Scoring

In this rare instance, scoring refers to the points you earn. Your trick score appears on screen as you ride, and is reset if you end your run via a crash.

Gap Challenges

You're thinking it's finding something there you'd be caught dead wearing, but no, we mean actual physical spaces between adjacent objects. In a gap challenge, your goal is to keep riding and pull off some tricks over "gaps" in the terrain. Gap challenges may not be obvious, but there are sexy rewards for finding all 20 of them around each level. Then you can write to your grandmother about the gaps you found in between pushing homeless people around and visiting prostitutes.

LEVELS

There are several exciting levels where you can demonstrate your BMX skills and utter lack of moral compass! Take time to fully explore each one and you'll be pleasantly surprised.

THE BRONX, NEW YORK

Welcome to the Bronx, butt head. It's time to get urban with your BMX. Trains, traffic and an ill selection of local low lifes are among the fun in store. Meet the challenges and move on. Before night falls and you're left wondering where your friends went.

THE DAM

What fresh hell is this? Some water-holding, electricity-generating concrete monstrosity? Dang, rabbit. You better pull your socks up and get ready to pull some daring tricks as you try to generate some amps of your own in this dangerous high-voltage setting.

LAUNCH PAD

OK, maybe we didn't really go to the moon, but someone left a lot of authentic-looking launch stuff lying around in Florida, stuff that makes for outrageous antics in this abandoned space junkyard. Countdown to big air!

LAS VEGAS

We sent our game designers to Las Vegas, and after mingling with the high rollers, hookers and honky tonk hoohaws, the few who came back swear that the challenges are 100% realistic!

SYRACUSE

Baby, it's cold on campus when winter reaches this upstate New York town, and it's up to you to keep the action hot. You'll have plenty of help from the brain-frozen locals. It's fun to make friends!

SHEEP HILLS

It's holiday time in this quaint town, a time to enjoy suburban barbarism at its best. Oh, yes, hearts beat fast with patriotic pride and misplaced enthusiasms. There's a sickening parade, a mall that should be burned and much more of the iconographic idiocy that foreigners often confuse with our "way of life".

COMPETITION LEVELS

UGP ROOTS JAM

Ugly Green Pants? Usually Get Paid? No, it's the spectacular UnderGround Products Roots Jam, and you're part of it! Hard to believe, I know, so don't blow it or you won't be asked back. Then you'll have to jam your root someplace else.

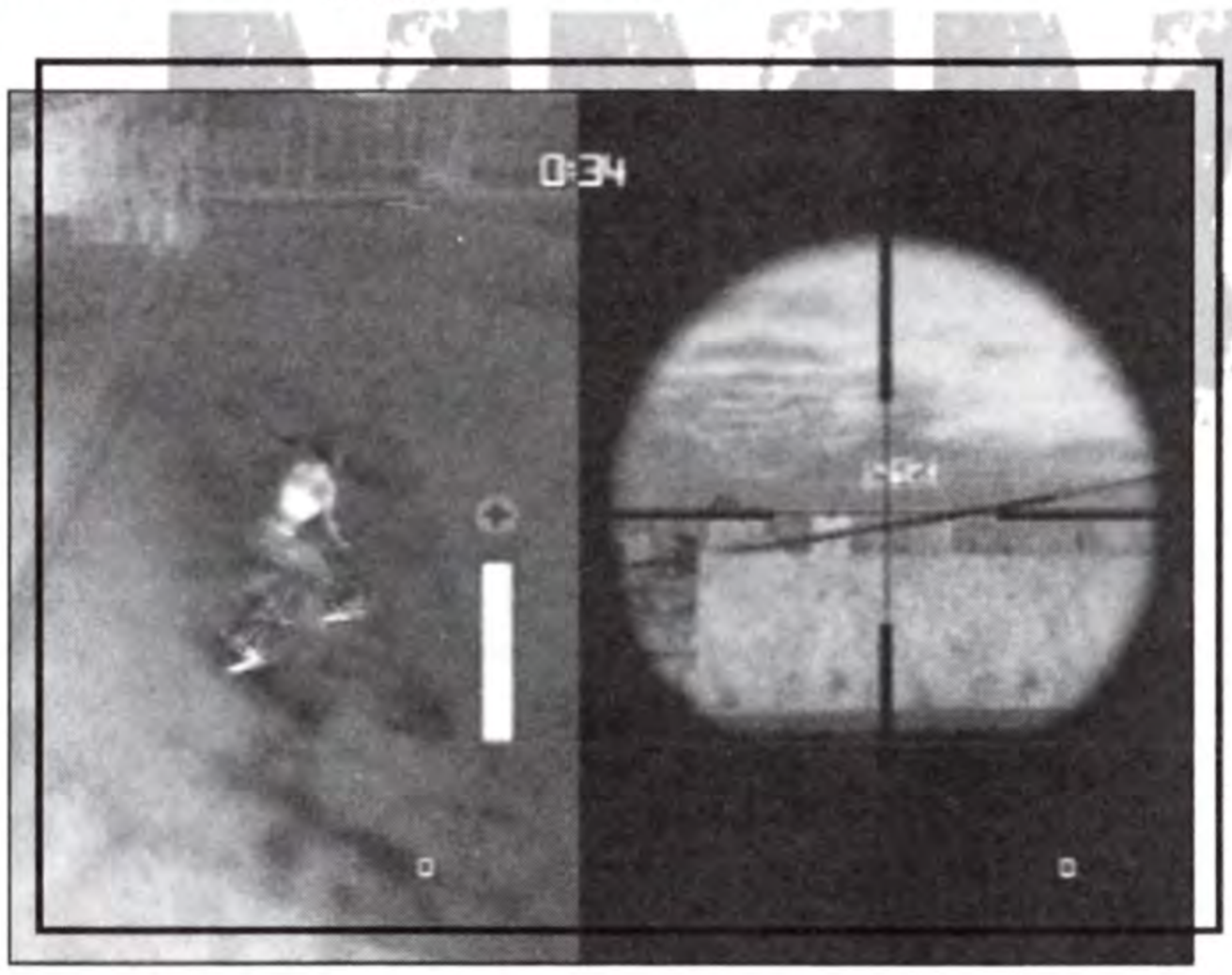
RAMPAGE SKATEPARK

Get it? Ramp? Rampage? It all goes together like breasts in a sweater. Put on your best show and see if you can beat the competition in this famous park. I got a nickel says you can't.

Other areas? Could be. I can't tell you at these prices. Not now, not ever.

MULTIPLAYER

As you might have guessed by the name, Multiplayer mode is you against someone else, we don't care who. Be best if they were old enough to look at the female form and not giggle, but hell, even I giggle sometimes.



Multiplayer games can take place on any level, determined by the players before entry into the game world.

Scores and records attained during multiplayer contests are valid for level records, so if a record is broken during one of the games, you'll get the message about your new record – another chance to shame your friend past all reason!

Between each attempt, details of what happened on the last attempt - score total, trick name, skid distance, etc. - are displayed, giving the next rider something to shoot for.

There are 3 total Multiplayer contests to compete in:

STRIP FOR SCORE
Go for the biggest combo. Each time you break the record, your opponent loses a piece of clothing. Keep going until one of you isn't fit to be seen in public!

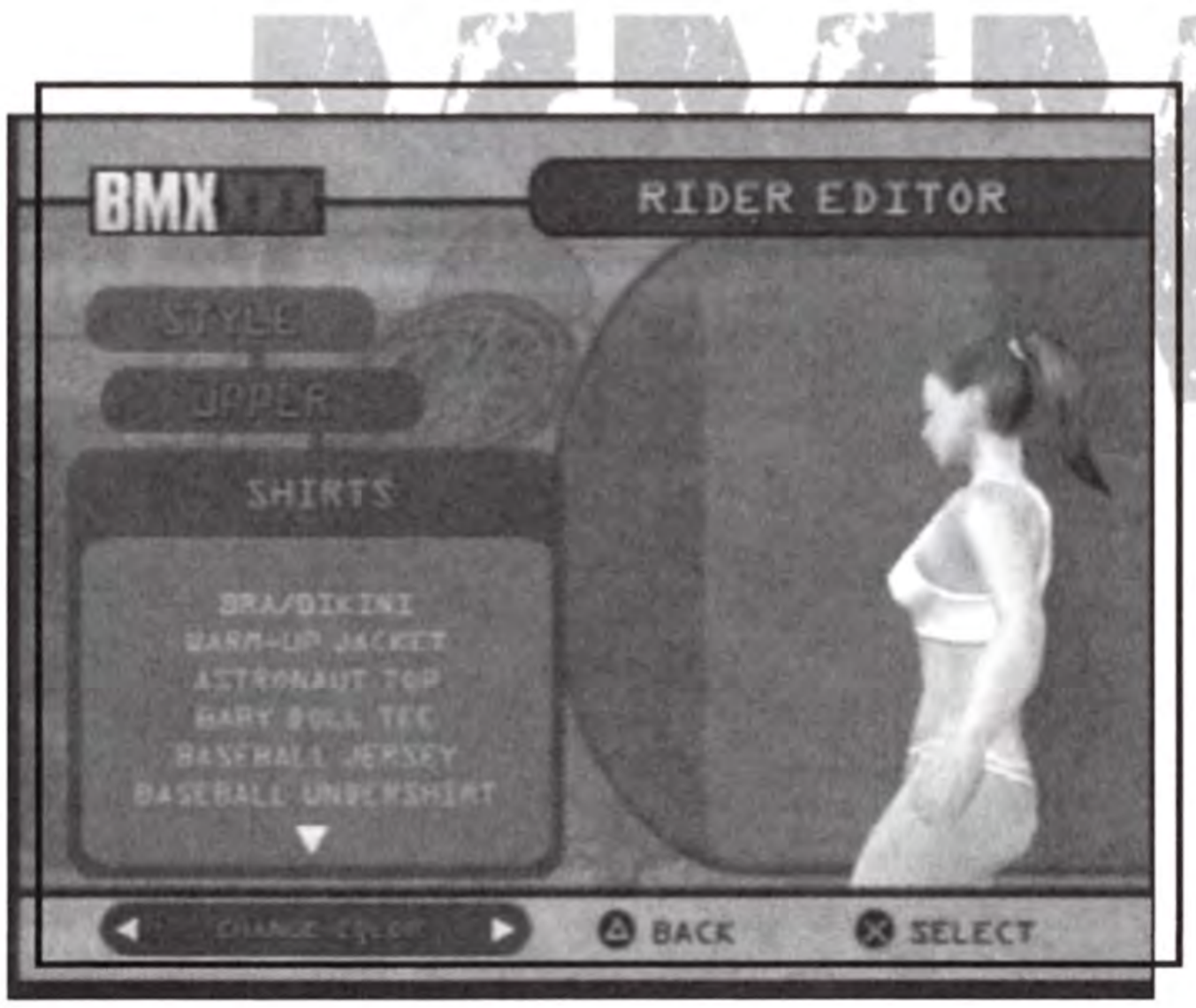
SKILLZ
Go head to head for the highest score over a two minute run.

PAINTBALL MODE
Collect all the boomboxes before your opponent pegs you.

RIDER EDITOR

Create and save your own custom clown and soon you'll be screaming "that's a good look for you, Lord Fartknocker! Ha ha ha!". That's what I did, anyway. You may prefer a different name. The point is, at last you have a chance to make a rider who likes the same food you do! And that rider will ride wherever, whenever and however you tell him to! Or her, your choice.

At the top of the screen you'll see the various rider editor icons. Your creation appears in a window to the right. Press the **L1** or **R1 buttons** to rotate the rider in the window. (In fact, you can make your creation do a quite inspiring dance by quickly alternately tapping the **L1** and **R1 buttons**). Yes, **L2** and **R2 buttons** do the same thing.



Creating a Rider For The Ages

Scroll to the desired edit function icon and press the ⊗ **button** to select it.

RIDER NAME Use the text editor to give your rider a name the **FBI** can check. And they definitely will. Maybe you shouldn't use her real name.

STYLE A truly vast array of possibilities awaits as you decide on the various looks for the rider's head and upper and lower body areas. When an area is highlighted, press the ⊗ **button** to select it. A sub-menu will appear with available options/categories. Scroll to a desired category and select it. A further menu will appear with even more particulars. Scroll to an item and it will appear on your rider. Press the ⊗ **button** to select/confirm your choice. When you're done with a given category, press the ● **button** to back up to other menus/categories.

SIZE Press ← or → on the **directional buttons/left analog stick** to adjust the heft of your honcho or hooker.

GENDER Choose the sex of your rider. Genitals not included.

EXIT Exit Rider Editor mode.

NOTES

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